Nobura's Artifax

Mini-Expansion

COMPONENTS

20 x Artifax Tokens

SETUP

Place all Artifax tokens into one or more shuffled facedown stacks. Draw 4 Artifax tokens and place them faceup under the Threat Display to create the Artifax supply pool.

GAMEPLAY

This mini-expansion adds a free action option, as well as an additional effect to your Dice Draft actions.

Artifax Draft Free Action

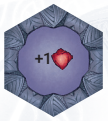
At any time during your turn, take one Artifax token from the supply pool and immediately perform all of its abilities. Artifax token abilities that target a card will only activate one ability from an in-play card in your area. Then, place the chosen token face-down next to your Leader. Draw a new Artifax token from a facedown stack and place it face up into the supply pool so that there are 4 tokens available.

You cannot take more than one Artifax token during a turn, and you cannot take an Artifax token if you already have one in front of you.

Dice Draft Action Modification

Each time you draft the Void die, you may discard a previously taken Artifax token that is next to your Leader. This token is removed from the game.

GLOSSARY



Gain 1 Life.

Recall 1 of your in-play cards.

Ready 1 of your in-play Followers.

Place 1 Counter onto any of your in-play cards.

For the rest of this turn, all abilities act as if you have 1 additional Follower, Technology, and Ritual in-play.

Lose 1 Life to increase the Strength of your Leader or one of your in-play Follower by 2 for the rest of this turn.

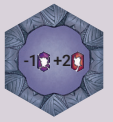
Spend 1 Etherstone of your choice, lose 1 Life, and then ready up to 3 of your in-play Followers.

Spend 1 Etherstone of your choice to place 2 Counters on one (or more) of your in-play cards.

Spend 1 Etherstone of your choice to gain 2 green Etherstones.

Spend 1 Etherstone of your choice to gain 2 black Etherstones.

Spend 1 Etherstone of your choice to gain 2 white Etherstones.



Spend 1 Etherstone of your choice to gain 2 red Etherstones.

Choose one of your in-play cards and trigger one green dice color ability or one 1->3 dice range ability.

Choose one of your in-play cards and trigger one red dice color ability or one 1->3 dice range ability.

Choose one of your in-play cards and trigger one white dice color ability or one 1->3 dice range ability.

Choose one of your in-play cards and trigger one black dice color ability or one 1->3 dice range ability.

Choose one of your in-play cards and trigger one green dice color ability or one 4->6 dice range ability.

Choose one of your in-play cards and trigger one red dice color ability or one 4->6 dice range ability.

Choose one of your in-play cards and trigger one white dice color ability or one 4->6 dice range ability.

Choose one of your in-play cards and trigger one black dice color ability or one 4->6 dice range ability.